

**AMENDMENTS TO THE CLAIMS**


This listing of claims will replace all prior versions, and listings, of claims in the application:

Listing of Claims:

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1. (Currently amended) A computer-readable recording medium having a program of a video game recorded therein, at least one predetermined parameter assigned to a player character in said game being changed when the player character defeats an enemy character, wherein

upon being read by a computer, the program of the video game causes the computer to execute:

 comparing an amount of damage inflicted on the enemy character by the player character, immediately before the player character defeats the enemy character, with a threshold value previously set for the enemy character;

changing the parameter stored in a storage device according to a first condition, when the enemy is defeated by an amount of damage that is less than the threshold value; and

changing the parameter stored in the storage device according to a second condition that is different from the first condition, when the enemy is defeated by an amount of damage that is at least the threshold value.

2. (Original) The computer-readable recording medium according to claim 1, wherein

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when the amount of damage is less than the threshold value, the changing raises the parameter stored in the storage device by a first value; and

when the amount of damage is at least the threshold value, the changing raises the parameter stored in the storage device by a second value that is greater than the first value.

3. (Original) The computer-readable recording medium according to claim 1, wherein said predetermined parameter comprises the number of items acquired by the player

character; and

when the amount of damage is less than the threshold value, the changing increases the number of items stored in the storage device by a first number; and

when the amount of damage is at least the threshold value, the changing increases the number of items stored in the storage device by a second number that is greater than the first number.

4. (Currently amended) The computer-readable recording medium according to claim 1, wherein

said predetermined parameter comprises the number of items acquired by the player character;

when the amount of damage is less than the threshold value, the changing increases the a number of first items stored in the storage device; and

when the amount of damage is at least the threshold value, the changing increases the  
a number of second items that are different from the first items, stored in the storage device.

5. (Currently amended) The computer-readable recording medium according to claim  
1, wherein

~~said predetermined parameter comprises the number of items acquired by the player  
character;~~

when the amount of damage is less than the threshold value, the changing changes the  
probability of acquiring an item to a first probability ~~based on a determination of whether the  
player character acquires the items determined by using a first item acquisition factor;~~ and

when the amount of damage is at least the threshold value, the changing changes the  
~~number of items based on a determination of whether the player character acquires the items  
determined by using a second item acquisition factor~~ probability of acquiring the item to a  
second probability that is higher than the first probability ~~item acquisition factor.~~

6. (Original) The computer-readable recording medium according to claim 1, wherein  
a plurality of players operate respective characters in a common virtual space by utilizing a  
computer network.

7. (Currently amended) A program of a video game, at least one predetermined  
parameter assigned to a player character in said game being changed when the player  
character wins a battle against an enemy character, wherein

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upon being read by a computer, the program of the video game causes the computer to execute:

comparing an amount of damage inflicted on the enemy character by the player character, immediately before the player character defeats the enemy character, with a threshold value previously set for the enemy character;

changing the parameter stored in a storage device according to a first condition, when the enemy is defeated by an amount of damage that is less than the threshold value; and

changing the parameter stored in the storage device according to a second condition that is different from the first condition, when the enemy is defeated by an amount of damage that is at least the threshold value.

8. (Original) The program of a video game according to claim 7, wherein

when the amount of damage is less than the threshold value, the changing raises the parameter stored in the storage device by a first value; and

when the amount of damage is at least the threshold value, the changing raises the parameter stored in the storage device by a second value that is greater than the first value.

9. (Original) The program of a video game according to claim 7, wherein

said predetermined parameter comprises the number of items acquired by the player character;

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when the amount of damage is less than the threshold value, the changing increases the number of the items stored in the storage device by a first number; and

when the amount of damage is less than the threshold value, the changing increases the number of the items stored in the storage device by a second number that is greater than the first number.

10. (Currently amended) The program of a video game according to claim 7, wherein said predetermined parameter comprises the number of items acquired by the player character;

when the amount of damage is less than the threshold value, the changing increases the a number of first items stored in the storage device; and

when the amount of damage is at least the threshold value, the changing increases the a number of second items, that are different from the first items, stored in the storage device.

11. (Currently amended) The program of a video game according to claim 7, wherein said predetermined parameter comprises the number of items acquired by the player character;

when the amount of damage is less than the threshold value, the changing changes the number of items ~~based on a determination of whether~~ the player character acquires the items ~~determined~~ by using a first item acquisition factor; and

when the amount of damage is at least the threshold value, the changing changes the number of items ~~based on a determination of whether~~ the player character acquires the items ~~determined~~ by using a second item acquisition factor that is higher than the first item acquisition factor.

12. (Original) A program according to claim 7, wherein the video game comprises an on-line game in which a plurality of players operate respective characters in a common virtual space by utilizing a computer network.

13. (Currently amended) A video game apparatus comprising:

a computer-readable recording medium having a program of a video game recorded therein, at least one predetermined parameter assigned to a player character in said video game being changed when the player character wins a battle against an enemy character; and

a computer that reads the program from the recording medium and executes the program by reading the program from the recording medium, wherein

upon reading the program from the recording medium, the computer compares an amount of damage inflicted on the enemy character by the player character, immediately before the player character defeats the enemy character, with a threshold value previously set for the enemy character;

changes the parameter stored in a storage device according to a first condition, when the enemy is defeated by an amount of damage that is less than the threshold value; and

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changes the parameter stored in the storage device according to a second condition that is different from the first condition, when the enemy is defeated by an amount of damage that is at least the threshold value.

14. (Original) The video game apparatus according to claim 13, wherein said computer raises the parameter stored in the storage device by a first value, when the amount of damage is less than the threshold value; and

raises the parameter stored in the storage device by a second value that is greater than the first value, when the amount of damage is at least the threshold value.

15. (Original) The video game apparatus according to claim 13, wherein said predetermined parameter comprises the number of items acquired by the player character; and

the computer increases the number of items stored in the storage device by a first number, when the amount of damage is less than the threshold value; and

the computer increases the number of items stored in the storage device by a second number that is greater than the first number, when the amount of damage is at least the threshold value.

16. (Currently amended) The video game apparatus according to claim 13, wherein said predetermined parameter comprises the number of items acquired by the player character; and

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the computer increases ~~the~~ a number of first items stored in the storage device, when the amount of damage is less than the threshold value; and

the computer increases ~~the~~ a number of second items, that are different from the first items, stored in the storage device, when the amount of damage is at least the threshold value.

17. (Currently amended) The video game apparatus according to claim 13, wherein said predetermined parameter comprises the number of items acquired by the player character; and

the computer changes the number of items ~~based on a determination of whether~~ the player character acquires ~~the items determined~~ by using a first item acquisition factor, when the amount of damage is less than the threshold value; and

the computer changes the number of the items ~~based on a determination whether~~ the player character acquires ~~the items determined~~ by using a second item acquisition factor that is higher than the first item acquisition factor, when the amount of damage is at least the threshold value.

18. (Original) The video game apparatus according to claim 13, wherein the video game comprises an on-line game in which a plurality of players operate respective characters in a common virtual space by utilizing a computer network.

19. (Currently amended) A control method of a video game apparatus including a computer and a display device that displays an image of a video game, at least one



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predetermined parameter assigned to a player character in said video game being changed when the player character wins a battle against an enemy character, the method comprising:

comparing an amount of damage inflicted on the enemy character by the player character, immediately before the player character defeats the enemy character, with a threshold value previously set for the enemy character;

changing the parameter stored in a storage device according to a first condition, when the enemy is defeated by an amount of damage that is less than the threshold value; and

changing the parameter stored in the storage device according to a second condition that is different from the first condition, when the enemy is defeated by an amount of damage that is at least the threshold value.

20. (Original) The control method of a video game apparatus according to claim 19, wherein

when the amount of damage is less than the threshold value, the changing raises the parameter stored in the storage by a first value; and

when the amount of damage is at least the threshold value, the changing raises the parameter stored in the storage device by a second value that is greater than the first value.

21. (Original) The control method of a video game apparatus according to claim 19, wherein

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said predetermined parameter comprises the number of items acquired by the player character; and

when the amount of damage is less than the threshold value, the changing increases the number of items stored in the storage device by a first number; and

when the amount of damage is at least the threshold value, the changing increases the number of items stored in the storage device by a second number that is greater than the first number.

22. (Currently amended) The control method of a video game apparatus according to claim 19, wherein

said predetermined parameter comprises the number of items acquired by the player character; and

when the amount of damage is less than the threshold value, the changing increases the a number of first items stored in the storage device; and

when the amount of damages is at least the threshold value, the changing increases the a number of second items, that are different from the first items, stored in the storage device.

23. (Currently amended) The control method of a video game apparatus according to claim 19, wherein

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said predetermined parameter comprises the number of items acquired by the player character; and

when the amount of damage is less than the threshold value, the changing changes the number of the items ~~based on a determination of whether~~ the player character acquires ~~the~~ items ~~determined~~ by using a first item acquisition factor; and

when the amount of damage is at least the threshold value, the changing changes the number of items ~~based on a determination of whether~~ the player character acquires ~~the~~ items ~~determined~~ by using a second item acquisition factor that is higher than the first item acquisition factor.

24. (Original) The control method of a video game apparatus according to claim 19, wherein the video game comprises an on-line game in which a plurality of players operate respective characters in a common virtual space by utilizing a computer network.

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